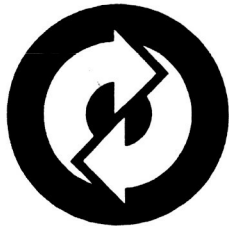


# **We Have the Spaceship; But Where's the Start Button: Human Engineering Issues in the Age of Long Duration Space Exploration**

George Hamilton, NASA

Chris Adams, Raytheon



# Conclusion

- ≡ There's a lot of work left to do.
- ≡ Imminent hazards exist that must be researched and mitigated.
- ≡ The clock is ticking.

Instituting design principles into the basic architectures that will take us to and shelter us on distant bodies **must be done** within the next few years.



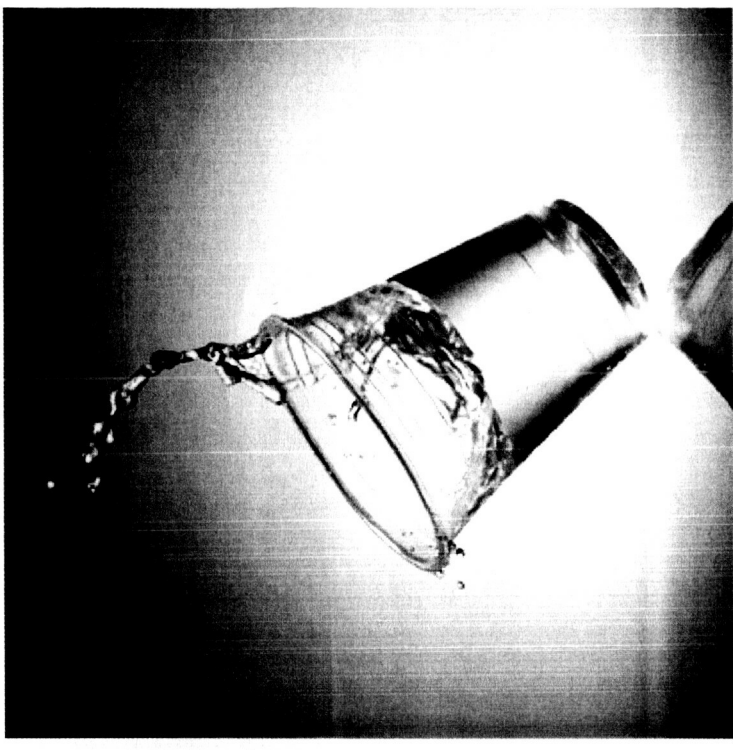
# Long Duration Space Exploration Issues

- ≡ Gravitational Adaptation
- ≡ 2-D to 3-D Movement Adaptation
- ≡ Everything's a Handle
- ≡ Exercise Posture
- ≡ Space Ergonomics



# Gravitational Adaptation

- ≡ Crew have a history of reverting to micro-gravity while on Earth.
- ≡ A mission to Mars can have a cycle of 9 gravitational environments.
- ≡ Will the crew maintain gravitational adaptation for menial tasks?
- ≡ Cues specific to an environment can constantly "remind" the crew which gravity they're operating in.



# 2-D to 3-D Movement Adaptation

- ≡ Crew switches to 3-D movement within 1-3 days.
- ≡ NASA operation planners allow for this adaptation to make the most efficient use of crew time and capabilities.
- ≡ Hardware designers typically do NOT design for this capability and lose any efficiency gains 3-D movement would allow.



# Everything's a Handle

- ≡ Micro-gravity corollary
  - "When in need, everything's a handle."

- ≡ Optical Quality Window Vacuum Jumper

- ≡ If it looks like a handle, feels like a handle, and acts like a handle, then it is a handle.

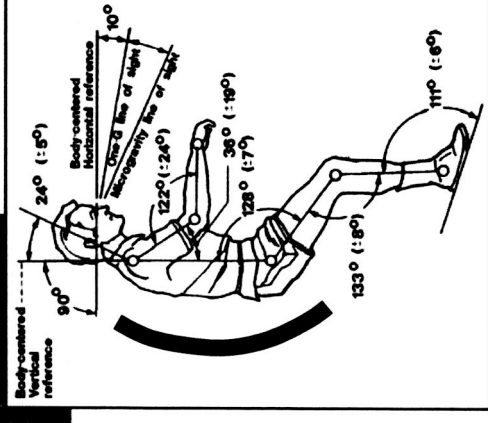
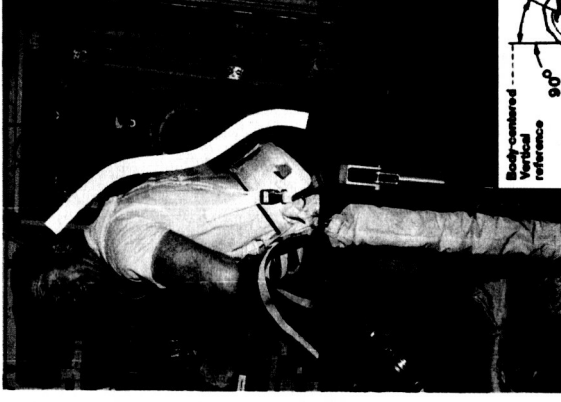
- ≡ Form Follows Function vs. Function Follows Form



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# Exercise Posture

- ≡ Proper exercise posture on Earth includes a healthy S-curve.
- ≡ The classic micro-gravity Neutral Body Posture places the spine in a C-curve.
- ≡ Will micro-gravity work and exercise degrade a healthy S-curve?
- ≡ An S-curve orthotic could aid in maintaining a healthy S-curve.



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# Space Ergonomics

- ≡ Current space hardware is typically designed from a technical standpoint.
- ≡ A systematic approach stemming from the operation and human-machine interface should be used.
- ≡ PERS – a success story.

